

Sabarish Gnanamoorthy

I'm a 19 year old Immersive Experience Engineer who specializes in Virtual and Augmented Reality, Web Development and 3D Design. I've worked with leading Fortune 500 companies to bring VR/AR to the forefront of the software industry.

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Experience

IBM iX • Product Owner

August 2022 - Present

Building an AR based Loyalty system for one of the largest airlines in North America. Managing and designing features for indoor navigation and luggage handling for their iOS/Android application.

WaypointAR • Founder

January 2019 - August 2021

Built a platform for events, campuses, airport and complexes; allowing users to navigate in these indoor locations using augmented reality. Funded by the Thiel Foundation and Google.

Dark Slope Studios • VR/AR Research Intern

July 2019 - September 2019

Worked with the team to build AR applications, debug existing games and plugins, and research new emerging technology to integrate into their existing workflow.

Microsoft • Product Development Intern

July 2018 - September 2018

Collaborated with the Azure Machine Learning Team at Microsoft to build a forecasting algorithm to predict future expenditure of Azure Customers. Worked with the Mixed Reality Team to design experiences with the Microsoft HoloLens.

Education

University of Toronto • BSc in Computer Science

2021 - 2025

University of Toronto Schools • High School

2015 - 2021

Skills

C#, Swift, React, HTML & CSS, JavaScript, Flutter

Tools

Software

Unity, Unreal, ARKit, ARCore, WebXR

Design

Figma, Photoshop, Sketch, Zeplin

Management

Jira, Trello, Confluence